

MATTEL ELECTRONICS®
IntelliVision®
 Intelligent Television



Other electronic games
 available from Mattel Electronics.
 Look for them!

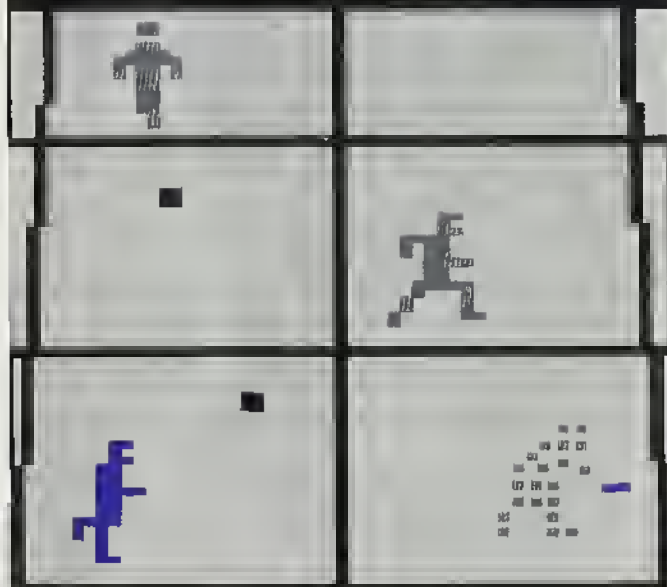
MATTEL ELECTRONICS®
IntelliVision® Intelligent Television

CARTRIDGE INSTRUCTIONS
 (FOR 1 PLAYER)

TRON

DEADLY DISCS*

FOR COLOR TV VIEWING ONLY



© Mattel, Inc. 1982, © 1982 Walt Disney Productions.
 PRINTED IN U.S.A. All Rights Reserved.

5391-0920

*TRON DEADLY DISCS is a trademark of and used under license from Walt Disney Productions



OBJECT OF THE GAME

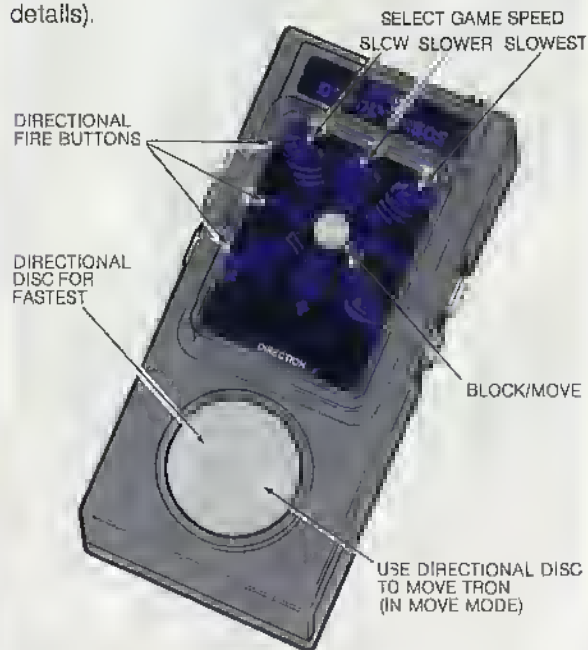
Score points by knocking out computer-controlled attackers with flying discs. Your task is to bring your man, TRON, safely through battle after battle. Attacking Warriors are also armed with destroyer discs. They'll come at TRON in wave after wave of three against one! You get them. Or they'll get TRON. Game difficulty increases dramatically in the later stages. 100,000 points is a good score. 1,000,000 points are entirely possible!



YOUR CONTROLS

PRESS RESET BUTTON.
TITLE APPEARS ON TV SCREEN.

Slide the TRON DEADLY DISCS overlays into the Hand Controller frames, so they cover the keypads. Insert game in the Computer Console cartridge slot (see owner's instructions for equipment connection details).



Side buttons are NOT used in this game.



FIRE BUTTONS:

Press button to throw disc in a specific direction (upper right, lower left, etc.) Watch the arrows on your keypad overlay.

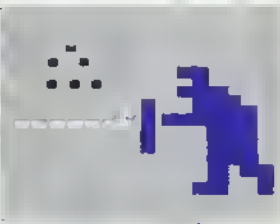
If disc is in the air after a miss, press any FIRE BUTTON again. Disc will return faster!



MOVING



BLOCK KEY



BLOCKING


BLOCK BUTTON:


Press button to switch TRON from MOVING mode to BLOCKING mode. (Using a shield to block Warrior's destroyer discs.) You can switch to BLOCKING only when TRON is holding his disc. Pressing BLOCK with disc in flight will make TRON crouch — duck Warrior discs.




SELECT SKILL LEVEL

Press DIRECTIONAL DISC or any keypad button EXCEPT 1, 2 or 3 and you will automatically play the same game at the FASTEST speed of all!

Press  on the keypad to play at SLOW speed.

Press  on the keypad to play at SLOWER speed.

Press  on the keypad to play at SLOWEST (beginner) speed.

NOTE: Speed you select goes for the entire game. But the higher the point score you reach, the more difficult the game will become in *other* ways than speed. (You'll have to fight tougher, harder-to-knock out LEADER WARRIORS, PURPLE WARRIORS, BULLDOGS, etc. See page 8: "WARRIORS".)

TAKING HITS & RECOVERY

As the game starts, TRON can stand 3 *hits* from a wave of Warrior attackers. Warriors destroyed by a disc from TRON will replace themselves every ten seconds, *unless* the grid is cleared by destroying the whole wave of 3 Warrior attackers. When a new wave of 3 attackers appears, TRON can *again* take at least 3 hits!





In addition, TRON, BULLDOGS and GUARDS recover from hits on a *time basis*. They recover and continue to recover from each hit every four seconds until the maximum level is reached or that particular combatant is destroyed (de-rezzed).

AND at higher point totals TRON can stand extra hits.

- After 20,000 points, TRON can stand 4 hits.
- After 100,000 points, TRON can stand 5 hits. (See "Scoring", page 6).

NOTE: Taking hits SLOWS DOWN any fighter (TRON or any of his attackers.)

LET'S PLAY!

TO START A GAME...

- Press RESET, bring up game Title on TV screen.
- Press DIRECTIONAL DISC or ANY BUTTON... ACTION BEGINS!



TRON
(RED)

WARRIORS (BLUE
AT GAME START)

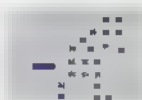


- Press DIRECTIONAL DISC to move TRON, avoid hits. Press *edges* for right or left movement.
- Press keypad buttons (see direction arrows). FIRE discs, knock out attacking Warriors! The disc of TRON is YELLOW.
- Press BLOCK button to ward off Warrior discs. (Press BLOCK *again* to make TRON start moving again.) BLOCKS count the same as destroying a Warrior. Their discs are normally BLUE. (See "Warriors", page 8.)



SCORING

Points are won in this game two principal ways:



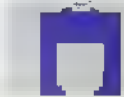
1. By destroying (de-rezzing) computer-controlled attackers by hitting them with the YELLOW disc from TRON.



2. By blocking Warrior's (BLUE, etc.) discs with a shield raised by TRON. (Press BLOCK key to switch to BLOCKING mode.)

BONUS points can also be earned as follows:

- Bonus points are earned for clearing the grid of attackers. TRON must destroy all three attackers before they are replaced. Bonus earned is 5 TIMES Warrior value at that stage of the game. (See "Warrior Point Score Table".)





- Bonus points are also earned for knocking out The Recognizer. (See page 10.) Bonus earned is 10 TIMES Warrior value.

Remember: When higher point totals are earned (20,000 and 100,000) TRON can stand *extra* hits. You will have a better chance to reach higher scoring levels because TRON has a better chance to last longer in the combat.



- After 20,000 points are earned TRON can stand 4 hits instead of just 3.
- After 100,000 points, TRON can stand 5 hits instead of just 4.

WARRIOR POINT SCORE TABLE

 YOUR (TRON) POINT TOTALS	 WARRIOR POINT VALUES
0	50
1000	100
2000	150
3000	250
5000	300
7500	500
10000	750
15000	1000
20000	1250
25000	1500
30000	2000
40000	2500
50000	3500
75000	5000
100000	10000

BLOCKS count the same as destroying a Warrior.

BONUS: 5 times Warrior value for clearing the board!

BONUS: 10 times Warrior value for knocking out RECOGNIZER.



COMPUTER-CONTROLLED WARRIORS

In the earlier stages of the game, below 5,000 points, Warriors are slow and not very accurate with the BLUE discs they blast at TRON. Above 5,000 points Warriors are more accurate and harder to hit.



LIGHT BLUE Warriors are the normal, rank & file Warriors. 1 hit knocks them out.



PURPLE Warriors are **BULLDOG** Warriors. It takes 2 hits to destroy them. They are also slower and less accurate.



DARK BLUE Warriors are **LEADERS**. Just 1 hit destroys them. But with a **LEADER** on the grid all Warriors (Leader included) react quicker and shoot straighter! **LEADERS** can also carry **SPECIAL** more lethal discs. Expect to see a **LEADER** above 10,000 points.



ORANGE Warriors are **GUARDS**. After one million points, computer switches tactics! Instead of trying to destroy TRON with discs, **ORANGE** guards enter the action. It takes 4 hits to knock out a guard! **ORANGE** guards carry white paralyzer sticks. If TRON is touched by a white stick he's captured, **GAME'S OVER!** Of course, after scoring more than 1,000,000 TRON points you have already racked up a fantastic score!



DIFFERENT COLOR DISCS!

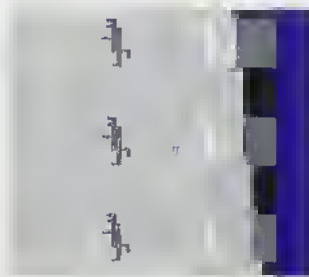
The disc of TRON is **YELLOW**. Warrior discs are normally **BLUE**. **BROWN** discs do **DOUBLE DAMAGE!** They score 2 hits on TRON! **WHITE** discs are **HOMING** discs. They score only 1 hit, but they chase TRON like a guided missile, unless **BLOCKED** or unless the **WHITE** disc hits a border.

NO disc is deadly when returning. **THIN** flying discs do the damage!



DEADLY HARMLESS

THE DOORS: OPEN, SHUT, JAMMED OPENED



DOORS OPEN whenever Warriors enter to join the battle against TRON.

DOORS SHUT automatically whenever Warriors are replaced by the next set of Warriors.



DOORS can be JAMMED OPEN by TRON two ways.



1. By making TRON run into the CENTER of the door opening. (Slide door, top or bottom door.)



2. By hitting any door CENTER with a disc from TRON.

TELEPORTING!



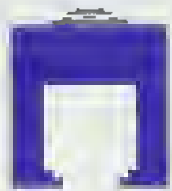
When DOORS are JAMMED OPEN directly across from one another, try a surprise FAST EXIT! Move TRON In one door, out the other.

- Successfully execute a TELEPORT and TRON will automatically recover one hit.

THE RECOGNIZER

Here's GOOD news and BAD news!

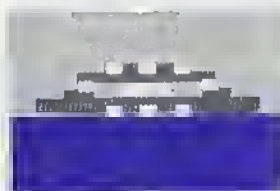
The GOOD news: Knock out The Recognizer and you win BIG BONUS POINTS! (10 times War-rrior value total!)



Now for the BAD news! If TRON touches The Recognizer the GAME IS OVER! What's more...

The Recognizer is HARD to destroy!

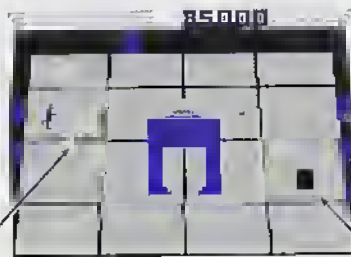
The ONLY way to knock out The Recognizer and win the bonus, is to score a direct hit on his eye with the disc of TRON. THE EYE IS WHITE. You must hit straight on, from the top or from the side. No other hit will work.



Hit the WHITE EYE and The Recognizer will start to spark, stop and sink out of sight. You've WON BONUS POINTS!

BULL'S EYE ON THE WHITE EYE!

The Recognizer comes on to repair JAMMED doors with a BLACK BEAM. Beam is harmless to TRON. Recognizer's eye will turn WHITE *just before* BLACK BEAM appears!



PARALYZER PROBE

BLACK BEAM



As soon as The Recognizer stops, he sends out a Paralyzer Probe. Probe will go after TRON. If TRON gets touched by the Probe, TRON is stopped cold. TRON cannot move again until The Recognizer has finished unjamming the open doors. Repairs finished, Recognizer and Probe will leave and TRON is free again.



WINNING TIPS!

- Use BOTH hand controllers. Work the WHEEL with one hand (move TRON.) Work the FIRE direction keys with the other hand. (Fire TRON disc!) Remember, only one control at a time!
- KEEP one finger on the SWITCH button. Be set to make TRON crouch & duck a Warrior disc or set up a BLOCK.
- Practice BLOCKING! Blocks of Warrior discs coming at TRON earn the SAME POINTS as destroying Warriors! (See "SCORING", page 6.)



- Always keep an OPEN door behind you for emergencies. A quick exit comes in very handy, especially in the later stages of the game when you're fighting off BULLDOG Warriors or LEADERS.
- WATCH OUT for The Recognizer! If he touches TRON, GAME IS OVER. Be alert for The Recognizer after you have completed a teleport (See page 10) and all Warriors have been swept from the grid!
- The Recognizer will defend itself with its paralyzer probe. You don't have much time to get off an accurate throw!
- KEEP TRON MOVING throughout the game. TRON will not move by himself. And keep an escape route open. Don't let TRON get trapped in a corner!

TO START A NEW GAME... Press RESET button. Bring Game Title back to the TV screen. Then select skill level and begin play again.

